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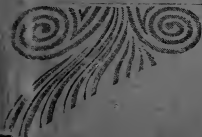
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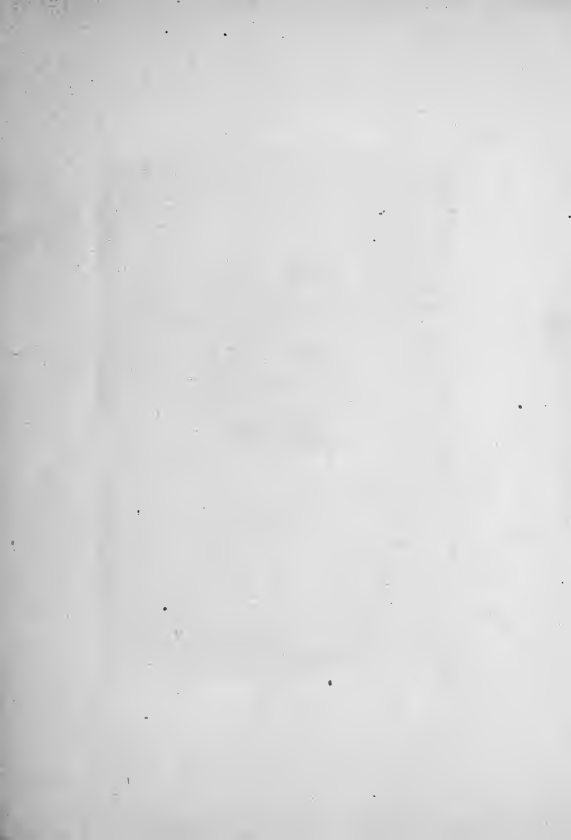
The Greatest of all Card Games





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HOW TO PLAY

SKAT

—THE—

Great Game of Cards

THE PEER OF WHIST

ARRANGED AND PUBLISHED

-BY-

F. J. COOK,

TACOMA, WASHINGTON.

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PREFACE.

This book contains the game of Skat, in as short and concise a form as can well be written. It is calculated to teach the new beginner, many points that they would not learn from experience, or by being taught by Skat players, in as short a time, and as thorough a manner. After reading this work two or three times, and learning the bidding table, you will be able to sit down and play a better game of Skat, than if you had played for weeks with the best of Skat players. They are so interested in the game themselves that they often fail to tell you where you are playing wrong, or carefully explain many plays. Skat players are like political parties, or religious sect, no argument can convince them that they are wrong. Skat players claim their game is the best on earth, and they are about right. A good whist player once learning to play Skat will make it his favorite game, you will find him playing no other game where he can get a game of Skat. This rule holds good in almost every case, it only fails where they are indifferent whist or card players, and naturally make poor Skat players, and they would probably make good players if they would make a firm resolution to master the game.

This game is calculated to strengthen the memory as it teaches you to think of several things at once. You will soon find how easy it is to do what you once thought impossible. You will also wonder how a player at the end of a hand (game) can tell you where every card was held, the order in which they were played and how the game was lost or could have been won. Don't think you can not do this, it will take you a shorter time than you think, you can then play other games of cards better than ever before.

THE GAME OF SKAT.

It is a German game, and some of the names are spelled here as pronounced in German. It is played with thirty-two cards, and run from low to high, as follows: Seven, eight, nine, queen, king, ten, ace, jack, and is dealt in a four-hand game, three to the left first round, and two to the dealer, four to each second round, three to each last round. The two cards dealer takes are called Skat. The dealer does not play, but either pays or receives as the game goes. Each time the cards are dealt is a game. The game is made from turning a card from Skat, which will be trump, and is exposed and taken up with the other card which will allow the player turning, to discard two cards from his hand; can discard trumps if he wishes.

The next is where a player thinks he has a hand that can be won without the use of Skat is played as a solo. The next is a question where a player takes up both cards in Skat without exposing them, then making any trump he wishes after discarding two cards. The next is where he plays a null and must not take a trick, and an null overt, must not take a trick after exposing his hand to his opponents, and playing it spread out before them. There are no trump in nulls, only suit in the following order: Seven, eight,

nine, ten, jack, queen, king, ace, The value of the game is arrived at by what are called matadores, commencing with the jacks of clubs spades, hearts, and diamonds, (which are always trumps, excepting in nulls,) then ace, ten, and on down when they run in succession from the jack of clubs. The value of a suit is as follows: In turning for trump, diamonds 5, hearts 6, spades 7, clubs 8. In playing a solo out of hand, diamonds 9, hearts 10, spades 11, clubs 12. In a question, diamonds 1, hearts 2, spades 3, clubs 4, grand turn 12, grand solo 16, grand overt 24, null 20, null overt 40.

There are 120 points in a game, of which the player must make 61 or more, the other two players being partners against him.

In counting for game jack 2, queen 3, king 4, ten 10, ace 11. You must follow suit, and can throw off on trump if you do not have it.

If you should play a diamond solo, and had in your hand the jack of clubs, and make 61 or more points with the other three jacks held in your opponents hands, you would be playing with one matadore, which would count one for game and one for matadore, which is two times the value of diamond solo 9, two times 9 are 18, which you would receive from each of the other three in the game; if you lose you pay the other three 18 each. If you had of had the jacks of clubs and spades, you would have been playing with two matadores, and game, would have been three times nine, or 27, and so on as long as they

run in succession. You play the game with or without the best matadores, for instance you play with the jack of spades, you are playing without the best jack, (clubs) which would make you game one without one; would be two times the suit you are playing, for the reason if you win or lose, your opponents are playing with one and you are playing without one best. The Skat belongs to the player that makes the game, and at the end of the hand he counts all the points in it; for instance, if at the end of the game he had taken in fifty points and then found an ace in Skat, which counts eleven, would make him 61 points or game. If he finds trumps in Skat, they count just the same as if he had started with them at first: for instance, if he started with the jacks of spades, hearts and diamonds, and found the jack of clubs in Skat, it would be with four best, if he played without four, and found jack of clubs in, it would make him be playing with one, and if the jack of spades were in would be without one, and so on when they run in succession with or without. In getting at the value of a hand to be played, the second player from the left of the dealer asks the first player the amount he holds, as in the foregoing diamond solo. He would start at ten if he did not have a solo, and had without or with one best jack in his hand, expecting if he should get it to turn for trump, he might ask twelve, thinking he might turn hearts or better, and if he should turn diamonds, he could not make it without he got 90 points,

which will be explained further on. If the first player says he holds twelve, the second can pass, then third can bid, if not better than twelve, he passes, then first player can announce his diamond solo, and would be the first to play. If second asks first if he holds a certain amount, first can say yes or no; if no, then third can ask second, until he says he does not hold that much, then third can make the trump, either turn solo or null, but must make as much as he bid, and can count all he can make above the bid. A player being asked if he holds so much and plays, must make what he is asked, and can count all above it. If he loses, he must pay what he is asked or what he would have won. In this game there are three grands in which nothing but jacks are trumps, the balance of the cards are the four suits, and played the same as a solo or turn, there being only four matadores, and with or without one, two, three or four.

Grand turn is where in turning for trump a jack is turned, then before you look at the other card you have the option of playing the suit (called color) or playing a grand. Grand solo is played same as a suit solo. Grand overt is where you expose your hand to your opponents, and must take every trick.

A player making 90 points of more, makes Snyder, and adds one more to his count, and making 120 points would be Swartz, which adds two more to his count, as it makes one for Swartz and one for Snyder and one for double

Snyder, which would make game one, Snyder two and Swartz one, equal four, to add to matadores, and there must always be one or more with or without.

In a suit solo or grand solo, a player can announce Snyder, for which he gets double Snyder or Snyder two times, and if he announces Swartz, he gets that double also, and it carries double Snyder with it. They must be called after the solo is announced, and if the player fails to make it as called, he pays to each the amount he would have received if he had won the hand.

In playing a three-hand game the dealer deals the same as in a four, except after dealing the first round, (three each,) he deals two cards to Skat, then four, then three. In playing a five-hand game, the dealer and second player are missed, but abide by the result. Any player in the game loses if he does not follow suit and is discovered after the next trick is turned down, even if every trick could have been taken by that side, and a dealer or partner must stand the mistake equal. Each player must count to himself, and can look at a trick before the last one is turned down. If he exposes his hand before he has 61, and his opponents can take another trick, he loses, even if he could have made Snyder.

The game is played for fun, cigars or a small consideration, generally $\frac{1}{8}$ or $\frac{1}{4}$ cent a chip, each player taking 200 chips to start with, and one player can act as banker.

In playing for fun or cigars, the player get-

ting 151 points first in a three-hand, 201 in a four-hand, and 251 in a five-hand game, loses. You can count with a pencil or chips, each player starting with nothing. If the player wins, his opponents have the amount he wins added to their scores. If he loses, he has added to his score twice the amount in a three-hand, three times the amount in a four-hand, four times the amount in a five-hand, he would have won. For example, if the bidder wins twenty, each one in the game take that amount of chips or have it added to their score. If he loses in a three-hand game, he has added to his score forty, another twenty being added to each additional player in the game. as sixty for four, and eighty for five-hand. You do not take from each other only in a money Skat game. If a dealer makes a misdeal, he must deal over. A small penalty is sometimes levied for a misdeal, but must be agreed upon before the game commences.

A player getting the bid does not have to play, but can pay the amount he bid, without making a trump. No one can bid less than ten in any game where the question is not allowed.

Partners in playing against the bidder generally lead short suit to the bidder, and long suit to the partner, in turns. Leading to, means to the player, being on the end or having the last play. Also new suits (fresh colors) in solos, and aces in grands. You will see a reason for this when you get well along in the game.

How to Learn.

After you have read this book so you understand it pretty well, take a Skat deck and play by yourself. Deal according to instructions, and play just as if you were playing a three-hand game, only deal the cards face up, except Skat. Arrange each hand with jacks together in the order they come, place the longest or strongest suit in rotation next to them, and your other suits in order. You then note the order in which the jacks run. The value of certain suits is so much if you can make 61 or more points out of the 120, as the value of a diamond suit in a turn is five for the game, five for the best jack, (clubs,) so you hold ten. The same hand for a club suit would be 16, and each jack that follows the jack of clubs in succession or ace that follows the four jacks, adds one count for each matadore. The value is the same if your opponents held the jack of clubs and you the jack of spades, then the two red jacks held in either hand, would not add any more value to them. They play with the best, (jack,) you play without the best, (jack,) although one side or the other may hold three jacks.

When you are learning to play by yourself, see which of the three hands would bid the highest, then see if the other two hands could beat it. The cards being face up, you should play according to the rules laid down, as you will find them in turns, solos and grands. Skat is

not a puzzle that can not be easily worked out. It takes a little patience and headwork to get started into, and then after you are fairly started it is a pleasure to know you are learning the grandest game of cards played, and you will be anxious to set down and play with the best of Skat players. The reason Americans do not play the game, is because it has not been properly brought before their notice in English. There are good works on Skat in German, but not being able to read that language, Americans do not have a chance to know what is in the game, and if they happen to see the game played by the Germans, they do not take the trouble to inquire into the merits of it, but when they do, they are struck with the beauty of the game, and generally make good players. If you can find no one who knows the game, get two or three more to read this book, and play with you. One can help the other, by what they remember. You will soon take an interest in it and learn to play so you can set in any game with good players. You can not always find players to teach you, but it is easy to learn the game without. Have patience, determine to learn, and you will never regret it. Once learned, it has a fascination above every other game for its scientific principles and variations of hands, (games.)

Turns.

The tables on last pages will show how to bid on your hands. Remember that jacks are matadores as long as they run in succession from jack of clubs, and an ace is also a matadore when it follows the four jacks, making five matadores, and so on down to the seven, which would make eleven matadores. The only way to hold eleven would be to find some in Skat, as you only play with ten cards. Also remember the value is just the same if you play without four jacks, ace, and so on, as you are playing against so many matadores. In bidding you have to take the chances on what the two cards in Skat are, as they can make your hand better or poorer. If you bid to play without four, and find a jack in Skat, it may lessen your hand below the amount of your bid, when you could have won, had your opponents held it. You lose because you can not make as much as you bid. Watch the other bidders and try to determine what they want to play, and what jacks or matadores they probably hold. It may help you to win the hand, if you get the bid. It may also show you that you can bid high on your hand. For instance, you hold a good club suit, without four or five matadores, and also have a fair suit hand, the bidding between the two other players has been such as to determine in your mind that one wants to turn with two matadores, and the other wants to turn without two jacks or matadores. Then you can bid and

get it to play a club solo, and would probably win a game of 60 or 72. A sharp Skat player watches the bidding very close, and wins and beats many hands by what he guesses at from the bidding.

Solos.

When you pick up your hand, you may hold a fair solo, but want to turn, you bid to turn, but being bid above a turn you can fall back on your solo. You can then bid them above what they want to turn, or can turn. You then know they want to play a solo. If you think there is a fair chance to win your solo, bid it to the limit, as there is a great pleasure in winning a hard solo. If you have a solo that you are sure you can make Snyder, call it, as you get one more count for it. Also remember if you do not make it as called, you have to pay for what you would have received had you won. Do not run the chance of losing a good hand by being too greedy. Keep your game strong, and avoid making a weak play. Throw away an ace or ten to get your opponents to use a trump that is in your way. It is most always best to keep your opponents count, so you will then know how far you can let them go, and can shape your hand to take enough in last part of the game to win. If you announce a solo you cannot recall it only to play a higher one or a grand. You cannot announce a club solo and then change to a spade, but if before a card is played, you can change to a grand. If you miscall your hand you must suffer for it.

Grand Turn.

When you bid and turn a jack for trumps, you have the option of the suit, or can play a grand. You must announce what you want to play before you look at the other card. There are a good many cards that can help your hand if it is weak to start with. If your grand is fair, or even weak, five times out of six the card is in Skat to help you win. If you have jack of clubs and turn jack of diamonds and have held or bid twelve, you are almost compelled to play grand, and would win more times than lose. Grands are easier to play than solos or turns, as there are only four trumps (jacks) to keep track of, the suits running the same as in solos and turns. Your knowledge of general card playing will soon teach you how to play a grand.

Grand Solo.

Do not give up a good solo for a poor grand, even if you make less points out of it. When you are bidding for a grand, take into consideration whether you are in the forehand or not, as it makes a great difference in the play. A poor grand with the lead is better than a good grand with the lead against you. Glance over your hand and count what tricks you can lose, or what tricks your opponents can possibly take. You can figure that they are liable to fall short, as the cards you are afraid of may be in one hand, or

divided as the case may be, or Skat may hold a portion. Ace, ten, long suit, with the trumps exhausted generally, make a good grand. A game is generally good with four aces, ten, if the ace and ten is in a short suit. You would count 54, and king, queen, falling, would win you game and make you a big game, as it is without four matadores if you find none in Skat.

Grand Overt.

This is spread out before your opponents, and must take every trick. There are four sure grand overt hands. They are with one, two, three and four matadores. (never without.) With one, two and three you must have the lead, as if one or both small jacks and the lead against you might result in your opponents leading a long suit against your high cards of same suit, the other holding none of that suit, but having a small jack you lose your hand, when with the lead it would be invincible. There are hundreds of combinations that will make a grand overt, but you seldom see one played. It is comparable to taking thirteen tricks at whist.

The Nulls.

When you have a poor hand and think you can avoid taking a trick, and are not bid too high, play a null. You can sometimes run a null through on a bare high card. You will soon

learn to play a null, but it will take you longer to learn to play against one. You may hold the seven in a long suit of hearts and suspect the person playing the null has the eight of hearts bare. You dare not lead that suit, for fear your partner might have to take it. So you lead something that your partner can throw away his hearts on, then lead the seven and the null is beaten. If you play a null overt, you have to spread out your hand before your opponents, then they can read each other's hands by looking at yours, and woe be to the eight spot you hold if it is not guarded by a seven. It takes sharp playing sometimes to beat a null overt, as there are two cards in Skat to figure on. The chances are your partner has one or both. Study it well before you decide it can not be beaten.

The Question.

Some players use the question to induce or force a bidder to bid above their hand. Should the bid be left to them, a question might be the easiest way out of it. For example, if he should hold a fair hand of clubs, without five matadores, and could not turn anything else to make it and afraid to take the one chance in four of turning a club, he could take up the two cards in Skat. If he found one small club, the question would be good, as he could probably discard two cards that would count a good deal. Also give him a chance to trump an ace of the suit he discarded, and

would make 61 or more points, which would make the value of the game 24 for each one in the game. Should he fail to get anything out of Skat to make a hand, he could call the trump diamonds, the cheapest hand played, throw it up and pay the bid. The question table is not given. It is outlined in the front part of this book, and by the time a new player wants to use the question, either for points or protection, they ought to be far enough along to remember all the tables by heart, as they are very easy to learn." The player generally plays without several matadores, but good suit. If you are playing against a question, and are short of jacks and trumps, do not lead an ace from a long suit, but keep it until the player leads that suit, or you can slough it on your partner's jacks or tricks.

Ramchs.

In playing for amusement, or treats, and is agreed upon before the game starts, ramchs can be announced. A good many do not like to play it, as the dealer in a four-hand game runs no risk, and one of the other three must take thirty or ten from each one in the game. The last to hold can not throw up the deal, but must either turn; play a null, solo, grand or announce a ramchs. He can not play a question. The four jacks are the only trumps, balance of cards in suit, same as turns, solos and grands. The person making the largest amount is the loser, and

must take ten from each of the other players and dealer. Whoever takes the last trick has to take all the count in Skat. It is calculated to keep a person holding good hands from passing. Still, a person holding a fair solo may not be beaten on account of having a long suit and two or three small cards of other suits.

Playing Against Turns.

If you play first and the bidder is in the middle, your partner has the last play. You should lead your long suit in most cases, as it may give him a great advantage in the game, he having none of that suit, can throw away useless cards or trump. Should you have ace, ten, king and nine, and the bidder queen, eight and seven, all of one suit, it is possible to beat your opponent in three leads, by your partner throwing 32 on your tricks.

If you play first and the bidder is on the end, or has the last play, lead your short suit in most cases. Your partner should remember to return the same suit the first chance he gets, then you can clear your hand, or throw on good counting cards. Your partner should try to judge by his hand whether you are leading short or long. Be careful to not mislead your partner. Be ready to play the instant the discard is made, so the player can not change, but after he has discarded and before you have played a card. Should he ask you to wait as he might want to

change, it would be polite to comply with the request, but after a card is played it must go. A player should be careful never to play before their turn, although there is no penalty for so doing.

Playing Against a Solo.

Generally lead fresh suits, because if you lead the same suit twice, you will give the player an advantage. In many cases the player is playing with two, and sometimes three lone suits, he gets a chance to throw away a bare suit at a small cost, when if you had changed the suits, you might make 21 or more, and eventually be the means of winning the game. A player gets many hands with seven trumps and three lone suits, and is sure to win if he can get the same suit lead twice, as he can take seven tricks with trumps. If you lead the same suit twice or three times, you must do so when your partner is sloughing, or strengthening his hand, or you are making your opponent use trumps. There are a good many times when persistent leading of the same suit weakens your opponent's hand until he can not win. At other times it makes his game. You must determine after the first lead which is the best play. Do not take a suit trick with an ace if you have a fair chance to catch the ten the next time suit is lead. Watch closely what your partner plays. For instance, if you have the ace, king, nine and eight, and play the ace, your partner follows suit with the seven, you know

then he has no more of that suit; the king will bring the ten next, your partner has a chance to trump. The next time you get a lead the nine will force your opponent, if he throws off, so can your partner, and still you have the eight to lead. If you find you can not beat a hand, try to get out of Snyder. Avoid Swartz if possible, as it carries two counts with it. Think twice before you lead trumps. You must know you have the advantage, or that your partner can put on enough to win.

Playing Against Grands.

If either of the partners have the lead, it is best to play an ace if they have it, or something that will possibly indicate to your partner your short, weak or strong suit. A king guarded twice is a good suit to keep. King from ten and smaller suit is a good lead, but best when your partner has last play. Do not be afraid to lose an ace or ten if it will call out a jack. Try to determine what jacks your opponent holds, and force him every chance you get. Do not keep up a lead that allows your opponent to throw away small suit cards and clear his hand. It is better to take chances on leading a new suit, unless it is possible for your partner to put on enough to win.

Discarding.

To discard right is a very essential point in the game, and should be made a study by the student. You can sometimes lay two aces, two tens, ace and ten or high counting trumps, when you are weak on trumps and strong on suit. You might have ten, queen of spades, one suit, ten, nine of hearts, of another suit, it would be a good discard to lay the two tens, if your opponents should lead twice from either suit, expecting to catch your ten, it would give you a chance to either trump or slough the other suit, leaving you a strong hand to finish the game with. A good player will most always discard at a glance, and seldom makes a mistake. When you are playing a good deal with the same parties, vary your discarding enough to mislead them, even if you lose a small game once in a while.

Protect Your Partner.

The partners should protect each other, by playing a higher trump when the bidder is in the lead. For example, bidder holds jacks of spades and hearts, leads either jack. Protect your partner by playing jack of clubs, which gives him a chance to play ace, ten, king, queen, or if short of trumps, a good counting suit card. If you should hold the ace or ten, and same lead was made and you hold less than four trumps, play ace or ten, to give your partner a chance to take

the trick with jack of clubs. If he does not hold it, the player will come again and again until he gets it. Should you miss playing ace or ten, your partner might have to play the jack of clubs, being the only trump he had. Then you have lost ten or eleven count. If either partner hold fourth jack (diamonds) guarded only once, play it on the first trump, lead in almost every case, as it generally benefits the partner more than the player, to know where it is.

Bold and Timid Players.

Some Skat players having a thorough knowledge of the game, play bold and even reckless games. They take great chances on grands, solos or turning. They take great pleasure in winning poor hands, and are called brilliant players. They come out at the end of the sitting as even as the player who is afraid to play any but good hands, and waits to beat the one who makes the game. There are also players who bid reckless on poor turns, but are afraid to play fair solos. They generally come out behind in the end. They complain of poor luck, but it is nothing but poor judgment.

Who Deals?

One of the party shuffles the cards and throw around. The first one having a jack dealt to them has the deal. It does not make much differ-

ence who deals in a three-hand game, but in a four-hand one has to set out. The chances are, one of the players will make and win a game, and the others will have to pay.

Treating.

No one in a game of Skat is expected to treat. They pay for only what they lose and what they order. As in a game of money Skat, don't think you have to invite the rest to smoke or drink with you because you are ahead of the game, for you may be behind in the next hour.

Turning Above Your Hand.

When you have bid twelve, turned and can only make ten, you have to make your opponents Snyder. They should not indicate to each other the fact, as it may injure the player's game. Also in turning into a poor hand, one of the partners holding a strong hand, should not say throw it up or indicate your hand in any other way, as it might have been won had the other partner not known where the trumps laid. Let the player decide what he will do with it.

Hesitation.

Be careful not to hesitate, so as to give your partner an advantage in the game. It is an unfair means of beating a game. Also, if you are

playing a game, hesitating will give your hand away in a good many cases, where if you had made up your mind quickly, your opponents could not take an advantage of it. Learn to play with a certain degree of quickness and hold to it when you can. A good many players play too fast for their own good, for a slower player loses track of the trumps and count, be he partner or opponent. The partner that plays the slowest or counts the slowest, should take in the tricks.

The Looker-On.

Be patient with the spectator that sits behind you and looks over your hand. Reply courtoesly to his remarks, unless he interferes with the game. Then find some gentle way of reminding him of the annoyance it causes you. Some players object to anyone overlooking their hand, but they should get over that notion. A new player fairly started in the game gets a great many pointers in the bidding, discarding, playing and sloughing of a good player. And when possible he should be taught the fine points and explained to the reason why certain plays are made that look wrong to him. The time generally comes when you would like to have him set in the game, and the better he plays the more eager you will be to have him set at your table. Skat players are anxious to have anyone learn the game, and are willing to teach and give to the pupil all the information in his power.

Remarks.

Three, four or five can play Skat, which makes it very handy, as many times it is hard to find the fourth to make a game of whist.

Do not get angry when you lose a good hand, as it would not look well to smile when you win a poor one.

Do not let your anxiety to win or beat a hand or game, make you forget to count, or lose track of that which would have made you a winner, or let any one rattle you by hurrying you to play faster than you can count correctly or properly play your hand.

The dealer has no right to look into Skat until the last card is played, as he might indicate to the players that which they should not know.

In keeping track of the count, keep game first and trumps second. As jack, ten and queen of trumps played say to yourself, (fifteen-three,) then next, jack of trumps or two non-counting suit cards, (seventeen four,) and so on, same time remembering two jacks, ten and queen of trumps have been played.

Use if you can get them, numbered chips, brown counting 25, blue 10, red 5, and yellow 1 each. When playing money Skat, take four browns, seven blues, five reds and five yellows, equalling 200, costing 50 cents at $\frac{1}{4}$ cent each. Very few care to play higher than $\frac{1}{4}$ cent chips, as it is not a gambling game for gain. One-quarter cent makes it interesting enough to be pleasant without being degrading.

German Expressions.

Schmier-en—When a suit is lead you are out of, you think your partner can take it, you put on other suit cards, that count for game, or you trump the trick, so your partner throws on game, or throws away cards, so as to try to win the game for yourself, or beat your opponents. Knowing when and what to *schmier* is a great point in the game, and brings a good player into notice sooner than anything else.

Schind-en—Is playing a lower card of a suit when you could take it with a higher, the object being to get a greater count from that suit. Should you have last play and hold ace, king, the queen and nine in play, take the trick with the king, which leaves you in command of that suit. Often in this case the ace and game is lost by one holding the balance of that suit, ace, ten, a good trump, dropping together you lose.

Mouer-en—Is a term given a player passing on good hands and waiting to beat the one that plays. The term should not be used much, as the player really has a right to play just such hands as he thinks can be won. A player of that kind has no advantage in the long run, generally the player making the most games wins the most games.

Angersacht—Calling either Snyder or Swartz before the hand is played, and doubles either. Swartz *angersacht* carries double Snyder with it, as also does Swartz without being called ahead.

Angersacht can only be called in grands and solos, never in turns.

Drucken—The two cards you discard after turning and picking up Skat. Your drucken, discard, lay, or put away.

Wenzel—Are jacks in any order they may run, also called bowers, being the best cards.

Frage—The name the question is taken from. You play frase or question when you take up both cards in Skat together and discard. Frage is pronounced as if it was spelled frawga.

The four suits in German are called kruets for clubs, shippen for spades, hertz for hearts and eckstein for diamonds.

Skat is pronounced long as skawt, or ah for a. Some pronounce it as scott, making it a long sound.

Sample Game.

IN SKAT. } Jack of Diamonds.
Nine of Diamonds.

END HAND.		FORE HAND.		MIDDLE HAND.	
NO. 1.	NO. 2.	NO. 1.	NO. 2.	NO. 1.	NO. 2.
J of C		9 of C		2 10 of D	2
J of S		8 of C		8 of D	5
J of H		7 of C		7 of D	
A of C		1 A of D	1	8 A of H	
10 of C		K of D	4	Q of H	
K of C		10 of H		7 of H	
Q of C		7 K of H		5 K of S	8
6 10 of S	9	8 of H		9 of S	
9 9 of H	6	4 A of S	7	8 of S	
3 Q of D	3	Q of S		7 of S	

NO. 1.
As should be played and won
by players:

1-2-3-24
4-5-6-25
7-8-9-15

Total.....64

NO. 2.
As played and lost by partners:

1-2-3-24
4-5-6-04
7-8-9-25

Total.....53

Balance of tricks taken by the
player.

The above club solo could only be beaten by the fore hand leading new suits. It makes a very expensive game, as the two cards in Skat makes it with eight and game, nine times twelve--108.

Sample Game.

IN SKAT. } Seven of Spades.
 } Seven of Hearts.

FORE HAND.	MIDDLE HAND.	END HAND.
10 of S	J of C	J of D
K of S	J of S	K of C
Q of S	J of H	8 of C
9 of S	A of C	7 of C
8 of S	10 of C	A of D
10 of H	Q of C	K of D
K of H	9 of C	9 of D
Q of H	A of H	8 of D
9 of H	A of S	7 of D
10 of D	Q of D	8 of H

The middle hand can be beaten if played as a grand, and by changing the jack of diamonds for jack of hearts, can be beaten if played as a club solo or grand. It would be a surprise to the one playing it. Lay out the cards and figure how it can be done.

Progressive Skat.

This game embraces all the rules governing Skat. The following games are played: Turns, solos, grands, nulls, questions and ramchs. The hands can not be thrown up. The last to hold must announce one of the above games. A person advancing the furthest wins the first prize. The one making the least progress wins the booby prize. There can be more prizes if desired. There should be not less than four tables nor more than six. Five is the best number. They can be arranged so three, four or five can play at each table, but each table must have the same number. Three or four make the best game. To prepare for a game have each table numbered and designated by a color, as No. 1 red, No. 2 green, No. 3 yellow, and so on, or choosing any color you wish. Place in a hat numbers corresponding to number of table and number of persons playing at a table. Then let each one draw a number. Those drawing No. 1 will start at table No. 1, and so on until all are seated at their tables. Each player will have placed upon them so as to be easily seen the color of the table they started from. The game should consist of 100 points. A player playing and winning a certain hand shall add to their score. Should they lose, their opponent add the amount the player was playing for to their score, also the dealer if in a four-hand, and in a five-hand game

the dealer and the one sitting out. The person giving the party can make the length of the game near the end more or less, so as to correspond to the time the game should end. The first at each table to make 100 or more, will advance to the next table. If there should be a tie at any table, the one-cutting the highest null hand card will advance. The game ends when some color has advanced to the starting point, or where they started from. Should more than one color or more than one of the same color arrive at the same time, the one giving the party will decide whether the game shall proceed another 100, (more or less,) or be decided by cutting the highest null hand card. Only those tying for a prize shall be benefitted by the game being prolonged. In case a ramchs is played, all in the game will add to their score ten. The one losing the ramchs will have ten deducted from their score. No one having 90 points or more to their score shall advance to 100 on a ramchs. They shall stand at 99 until some hand is played that will make them enough, except a ramchs.

What You Will Think.

Skat is a merciless game. Your friend in one hand is your foe in the next, then in the next you have no friends. You start out in life and fortune seems to be kindly greeting you, but your foes cut you down and cast you disabled form under their feet and smile at the ruthless

work they have done. But you will recover and your time for revenge will come. One of your foes will turn your friend, or you will turn friend to one of your foes, and deep will be the grave you dig. Your revenge is only half complete, but your satisfaction will come when you see your other foe and friend but today, torn from his home, the necessities of life taken away, or forced to acknowledge himself a debtor. It does not stop at that. The silent one that sits at your table frowns at your success and rejoices at your downfall.

Matadore Table.

MATADORES.

With. Read Down.

JACKS.	4	3	2	1
	Clubs	Clubs	Clubs	Clubs
	Spades	Spades	Spades	
	Hearts	Hearts		
	Diamonds			
5	A			
6	Ten			
7	King			
8	Queen			
9	Nine			
10	Eight			
11	Seven			

MATADORES.

Without. Read Up.

BIDDING FOR THE GAME.

DEALER.

SKAT.

In a three-hand game the dealer is the third player and Skat is dealt to one side.

The one holding the most makes the game or trump. If nothing bid, the first player is supposed to hold the most.

Pass or bid to first player until he passes or says no.

SECOND PLAYER.

THIRD PLAYER.

Pass, or bid to the player holding, until he passes or says no.

FIRST PLAYER.

Pass or say no, if you do not hold the amount asked.

Highest hand.....	
Swartz Double add...	
Swartz add.....	
Snyder Double add	
Snyder add.....	
Do 5	
Do 4	
Do 3	
Do 2	
With or without one Matadore.....	
Value of Game.....	

DIAMOND TURN.

5 10 15 20 25 30	5 10 15	75
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HEART TURN.

6 12 18 24 30 36	6 12 18	90
------------------	---------	----

SPADE TURN.

7 14 21 28 35 42	7 14 21	105
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CLUB TURN.

8 16 24 32 40 48	8 16 24	120
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DIAMOND SOLO.

9 18 27 36 45 54	9 18 27 36	144
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HEART SOLO.

10 20 30 40 50 60	10 20 30 40	160
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SPADE SOLO.

11 22 33 44 55 66	11 22 33 44	176
-------------------	-------------	-----

CLUB SOLO.

12 24 36 48 60 72	12 24 36 48	192
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GRAND TURN.

12 24 36 48 60	12 24 36	96
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GRAND SOLO.

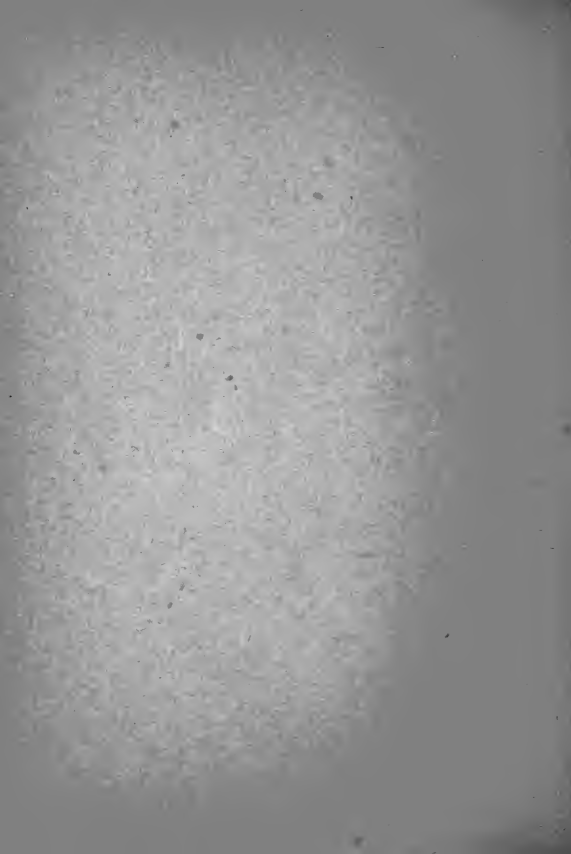
16 32 48 64 80	16 32 48	128
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GRAND OVERT.

With 1.	Do 2.	Do 3.	Do 4.	Grand overt calls for Snyder double and Swartz double.
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24 144 168 192 216	216
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Null Overt 40
Null 20











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